

iPad 2 Gesture Apps for Learning to use VoiceOver

IEP GOAL EXAMPLE

Goal: Given a Apple device and a verbal command, the STUDENT will demonstrate 4 basic VoiceOver gestures for navigation on 75 percent of trails done during the 3 weeks of the marking period.

Objectives: Navigational commands

1. Given a Apple device and a verbal command, STUDENT will demonstrate 4 flick gestures for basic VoiceOver gesture for navigation on 75 percent of trails.
(right/next, left/backward, up/before, down/below.

Flicks: up, down, right, left (concept of next, current, back)

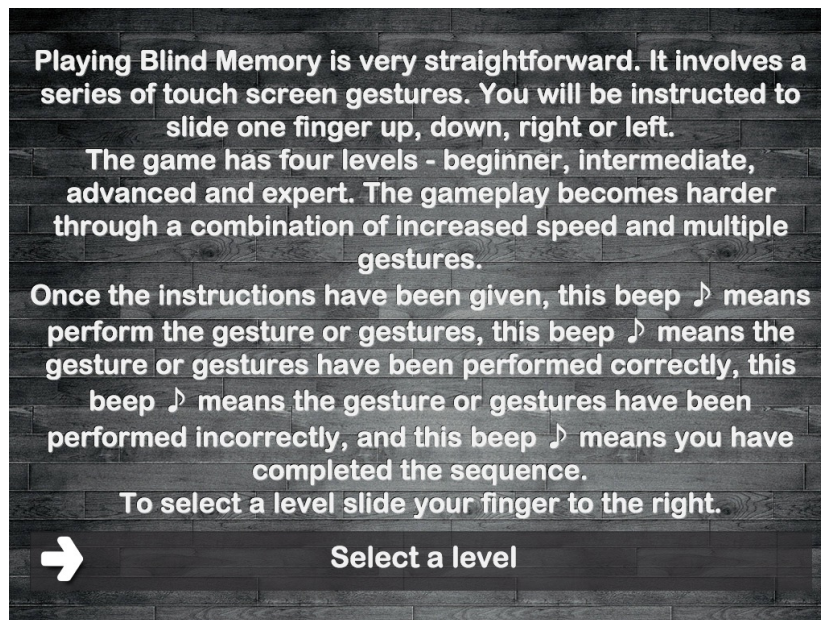
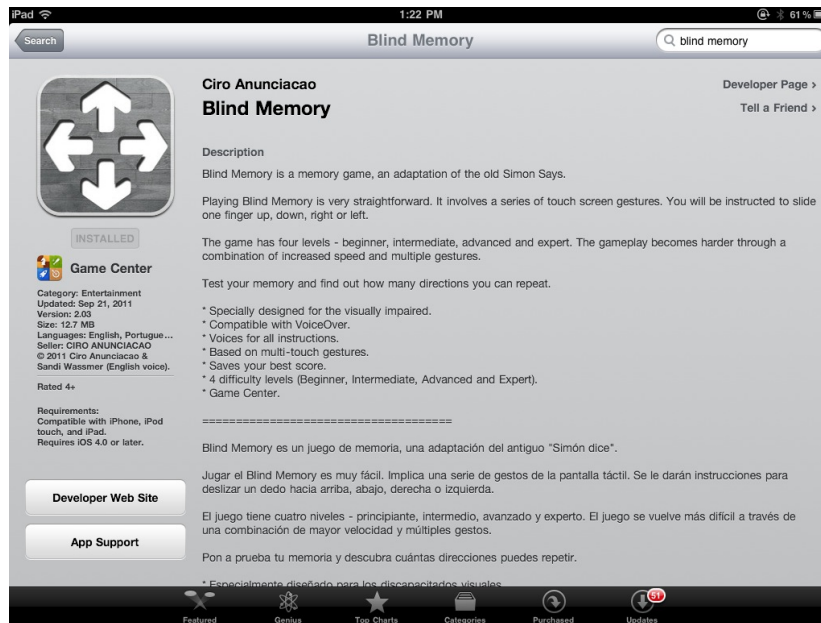
2. Given a Apple device and a verbal command, STUDENT will demonstrate 3 tap gestures for basic VoiceOver gesture for navigation on 75 percent of trails.
(single tap, double tap, triple tap)

3. Given a Apple device and a verbal command, STUDENT will demonstrate 4 drag gestures for basic VoiceOver gesture for navigation on 75 percent of trails. (right, left, up, down)

4. Given a Apple device and a verbal command, STUDENT e will demonstrate 4 finger gestures for basic VoiceOver gesture for navigation on 75 percent of trails. (Fingers: 1 finger, 2 finger, 3 finger, 4 fingers)
Clockwise/Counter clockwise (rotor control)

APPS FOR TEACHING STUDENTS TO LEARN GESTURES

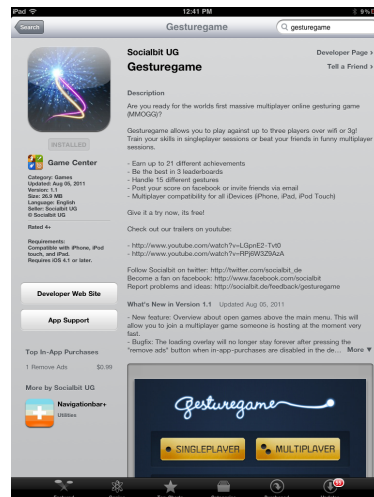
BLIND MEMORY -Accessible for Blind and Low Vision



Blind Memory is a completely auditory game. Once the app is opening the directions are read orally. Swipe to the right to move to the next menu and select beginner.

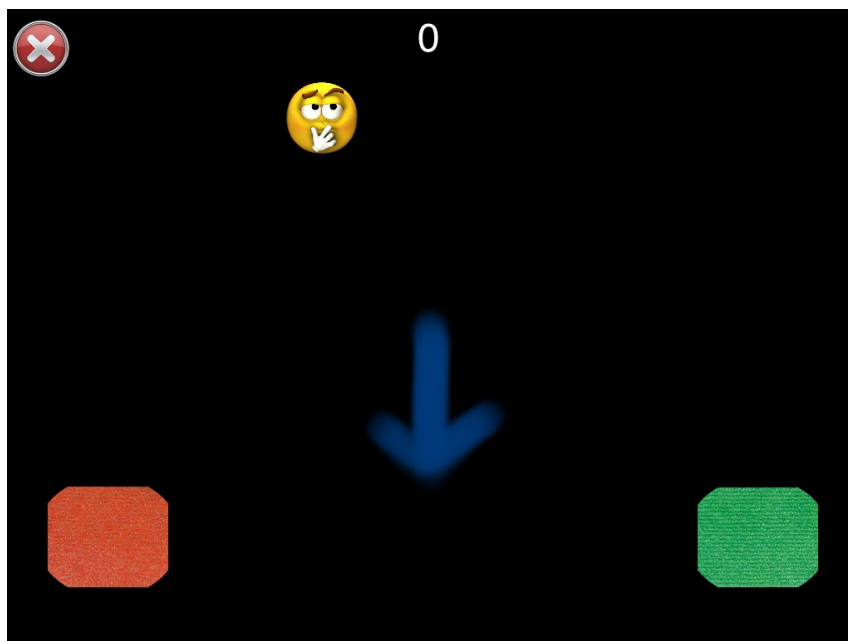
Beginner level includes up, down, left, right, movement. The game is much like Simon says. When the game has ended your score is read as well as the high scorer. VoiceOver not required. This game is a great tool to have in your teaching library and helps assist blind children to learn directionality or Gestures (flick or swipe) in game format

Gesturegame



The Gesturegame display a visual representation of the gestures required to operate VoiceOver. The game is not compatible with VoiceOver however it does work well with The Zoom magnifier. It's a nice addition to my game library and works well as an instructional tool for Low vision kids.

Gestures-Lite



Gestures is a great way to introduce your students to the different touch gestures. The program is not compatible with VoiceOver but it does work well with the Zoom magnifier. Would be nice to have some auditory feedback about the next gesture to produce such as the Blind Memory game. This App works great with student how have low vision and provides a fun way to learn the swipe gestures and flicks required to use both Zoom and VoiceOver.